

FIGURE 1

FIGURE 1

110

290

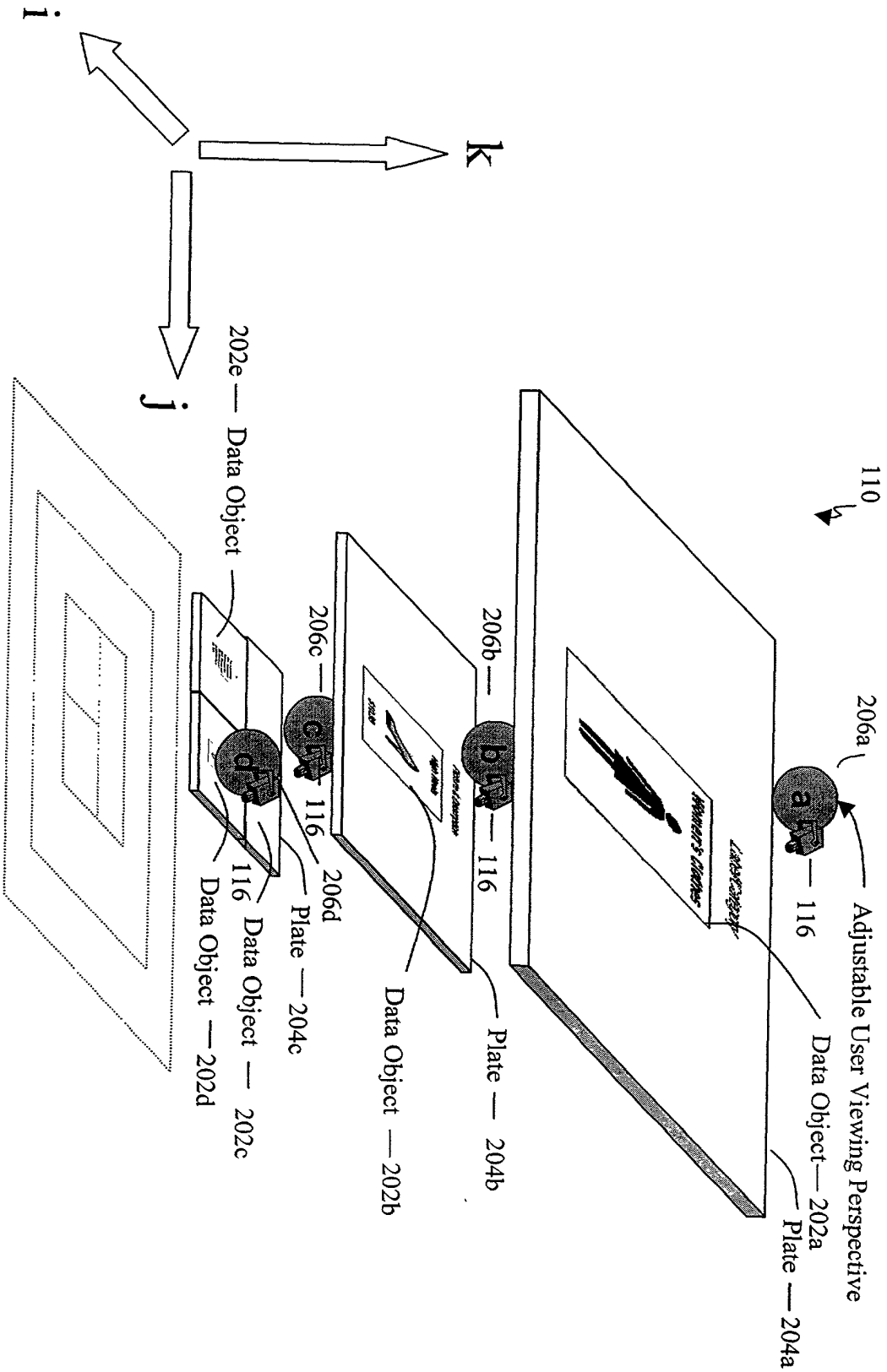


FIGURE 2

FIGURE 2 is a perspective view of the data object 202a.

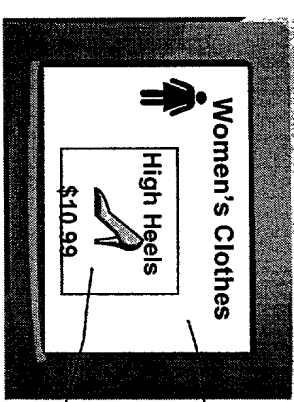
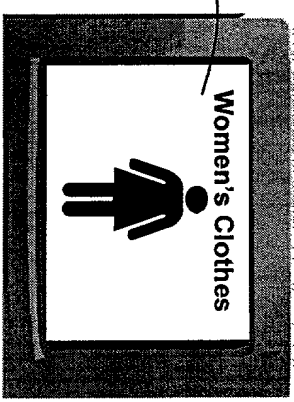
Viewing Perspective

Corresponding Display Image (opaque plates)

Corresponding Display Image (transparent plates)

a 206a

300a



202a 302

b 206b

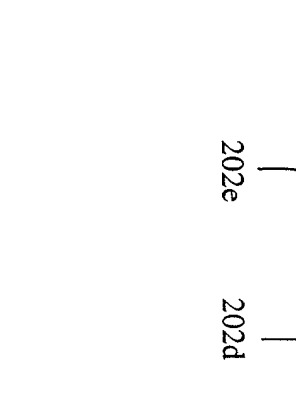
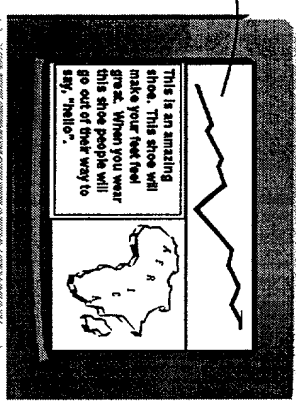
300b



202b 304

c 206c

300c



202c 202d

d 206d

300d

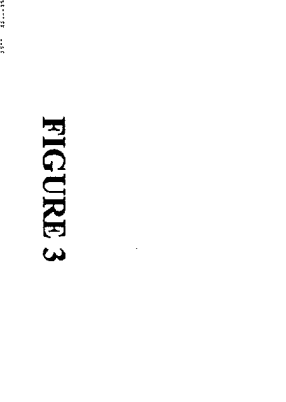


FIGURE 3



FIGURE 4A

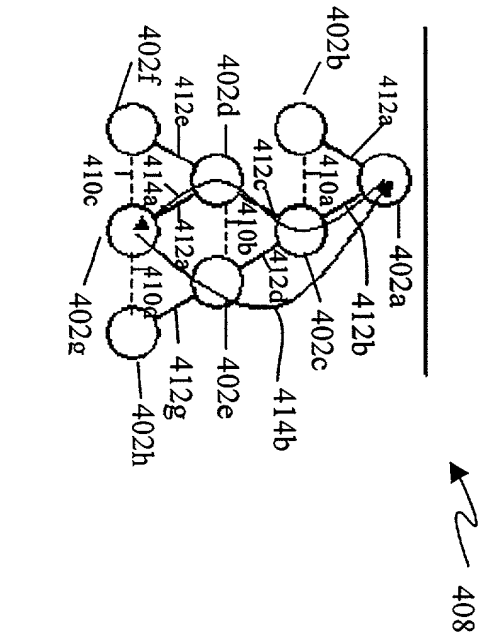


FIGURE 4B

FIGURE 4C

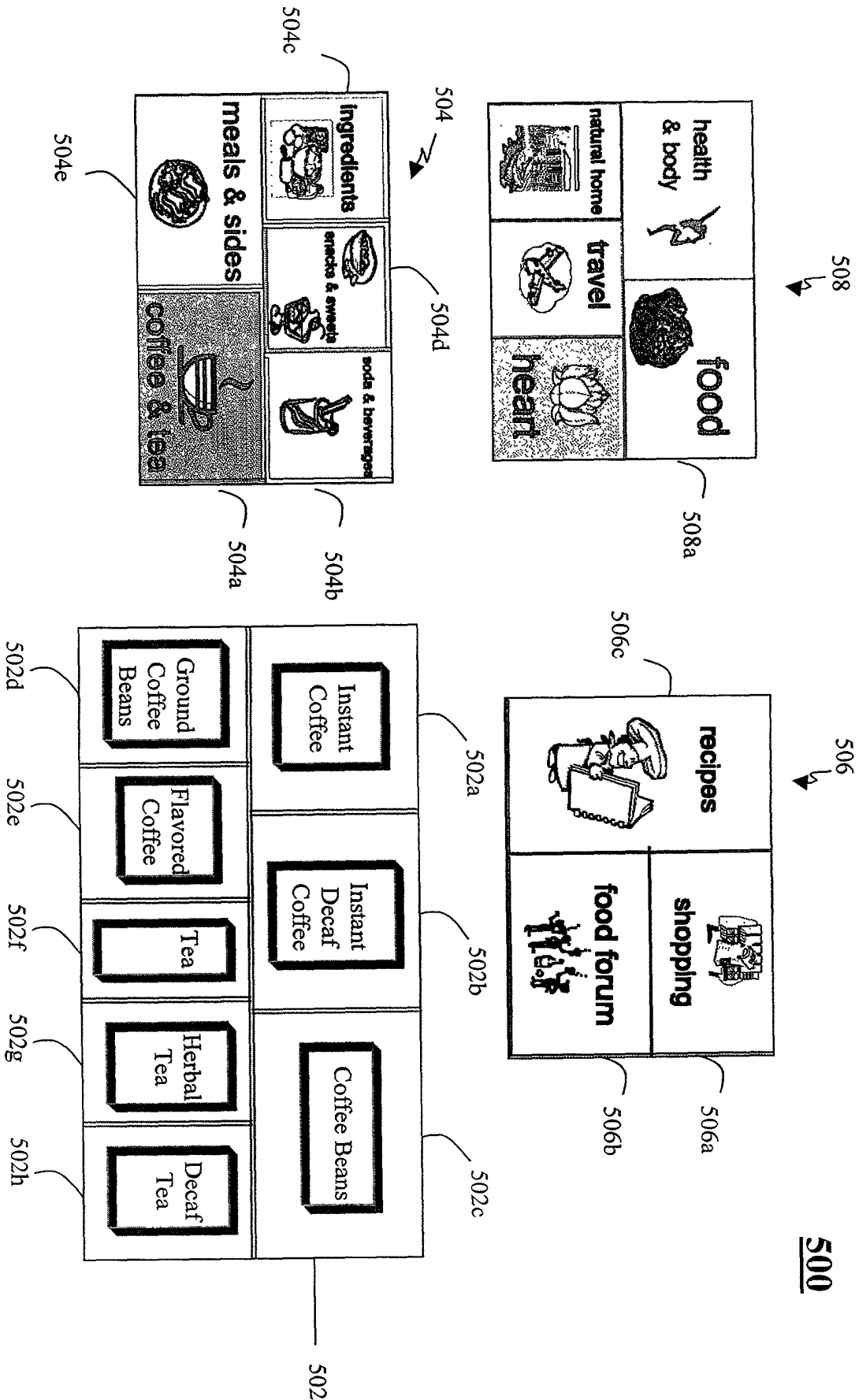


FIGURE 5

601

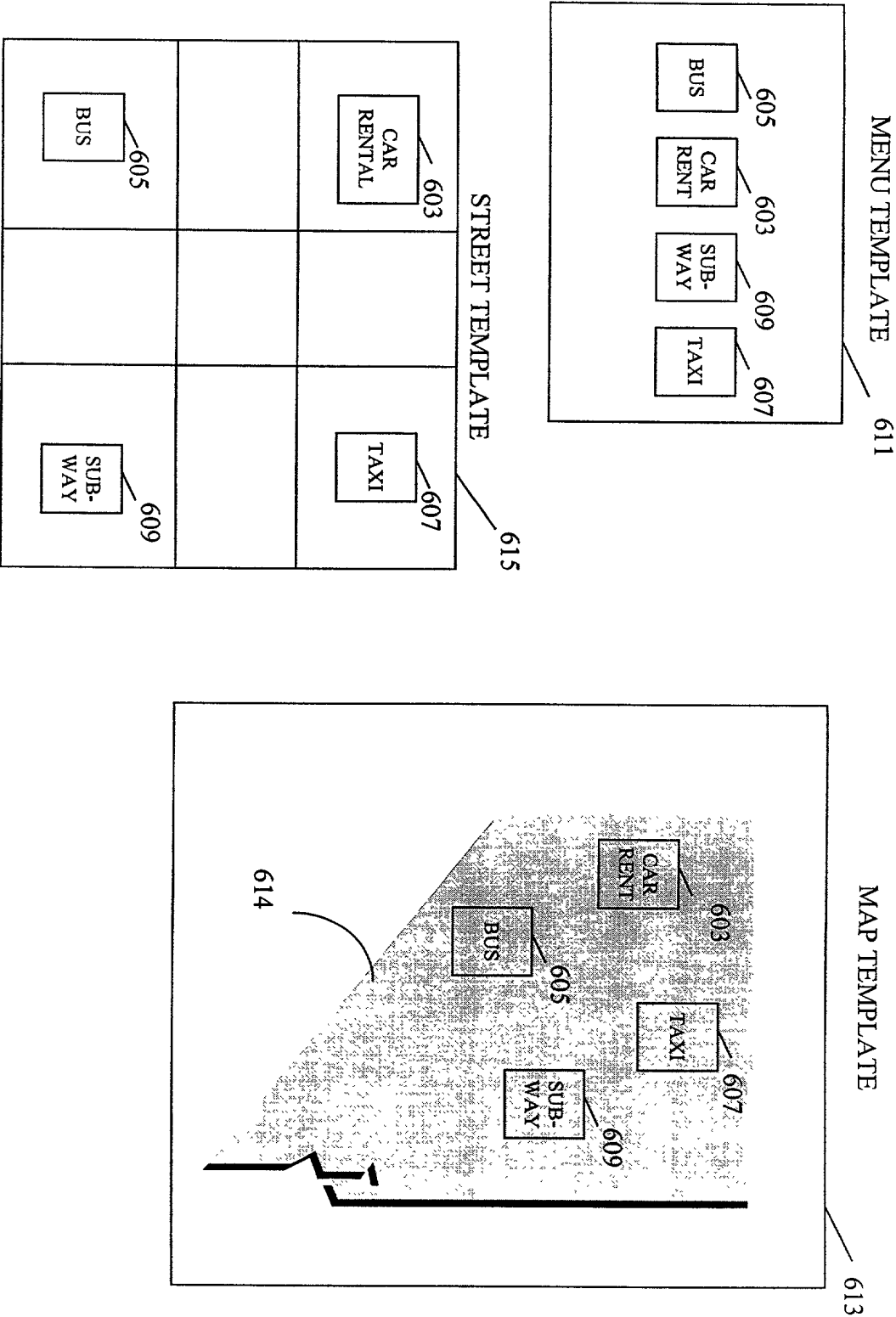


FIGURE 6

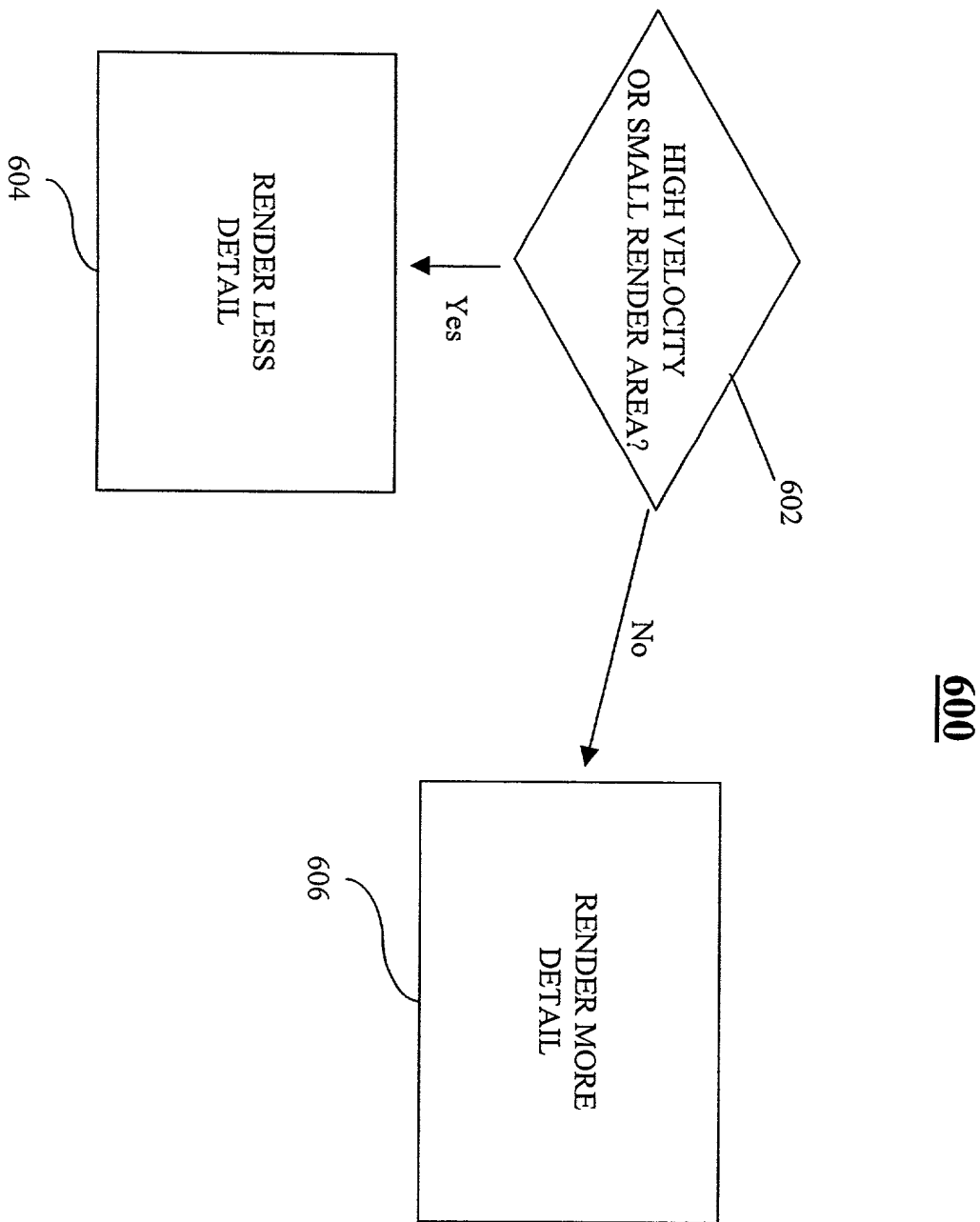


FIGURE 7

FIG. 7 is a flowchart illustrating a method for rendering detail in a virtual space. The method starts at a decision point 602, which asks "HIGH VELOCITY OR SMALL RENDER AREA?". If the answer is "Yes", the method proceeds to a process box 604 labeled "RENDER LESS DETAIL". If the answer is "No", the method proceeds to a process box 606 labeled "RENDER MORE DETAIL".

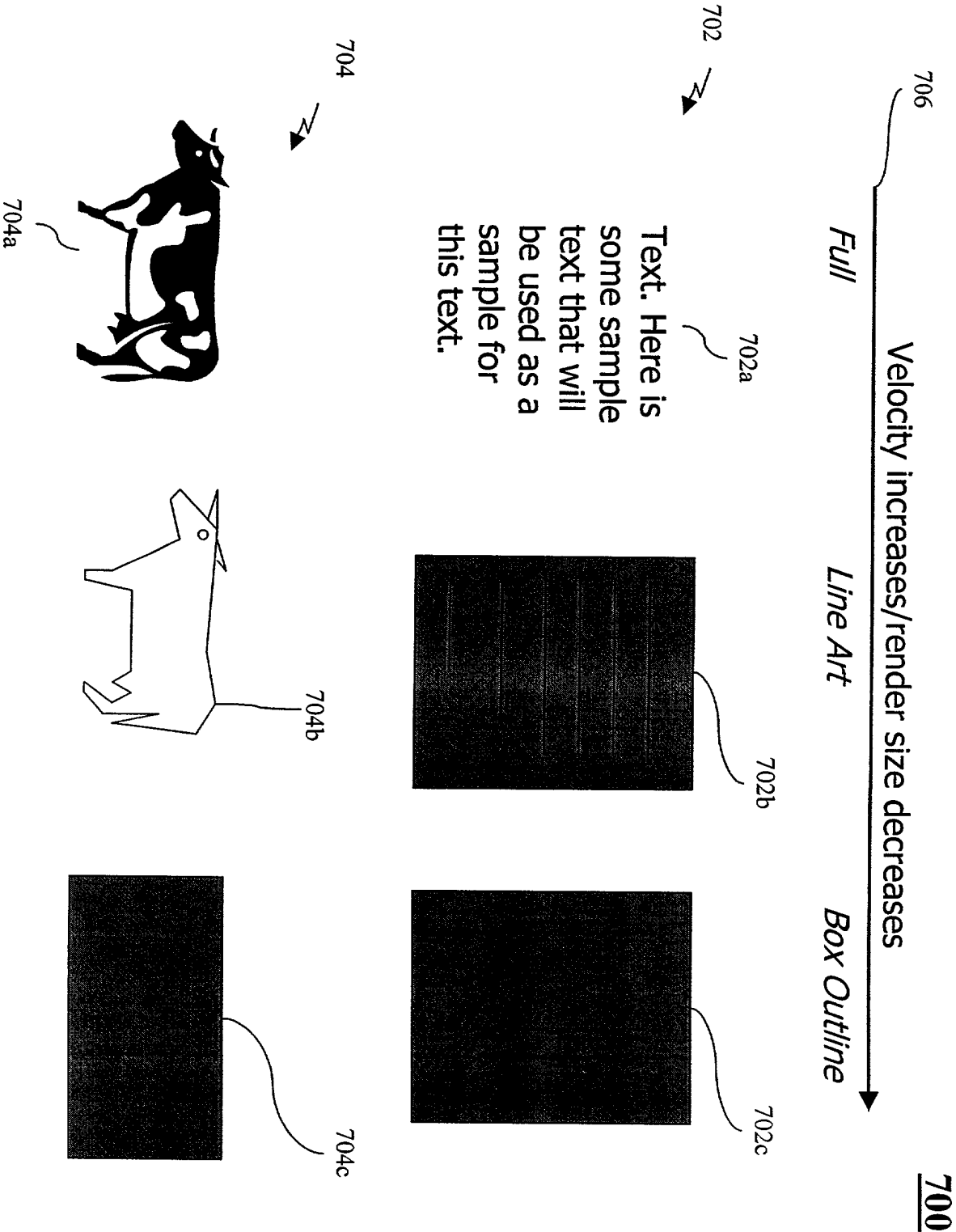


FIGURE 8

FIG. 8 is a diagram illustrating a progression of image rendering quality from 'Full' to 'Box Outline'.

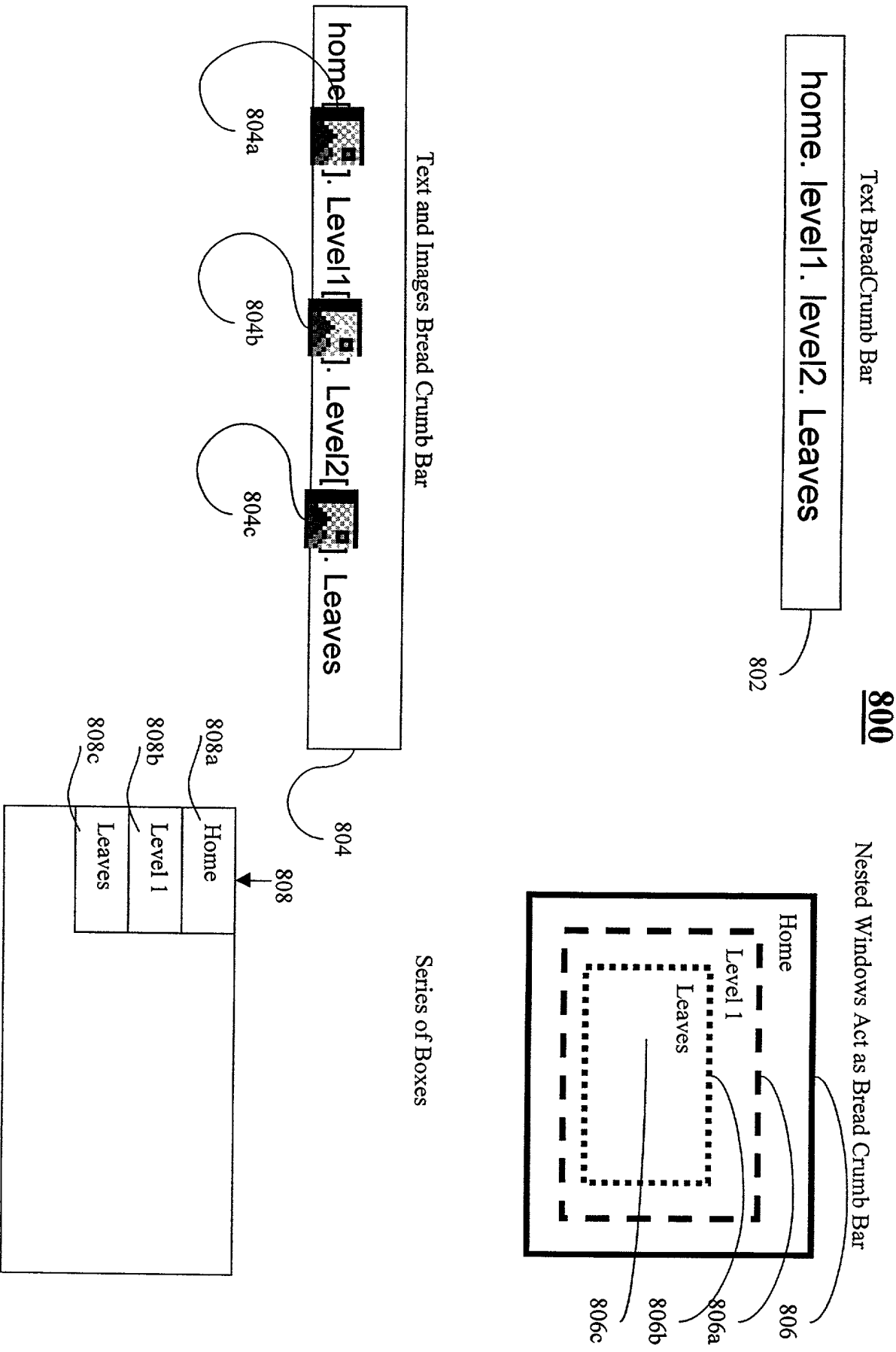


FIGURE 9

FIG. 9 is a diagram illustrating a series of boxes 808a, 808b, and 808c, which are arranged vertically. Box 808a is labeled "Home", box 808b is labeled "Level 1", and box 808c is labeled "Leaves". The boxes are connected by a vertical line, and the entire series is labeled 808.

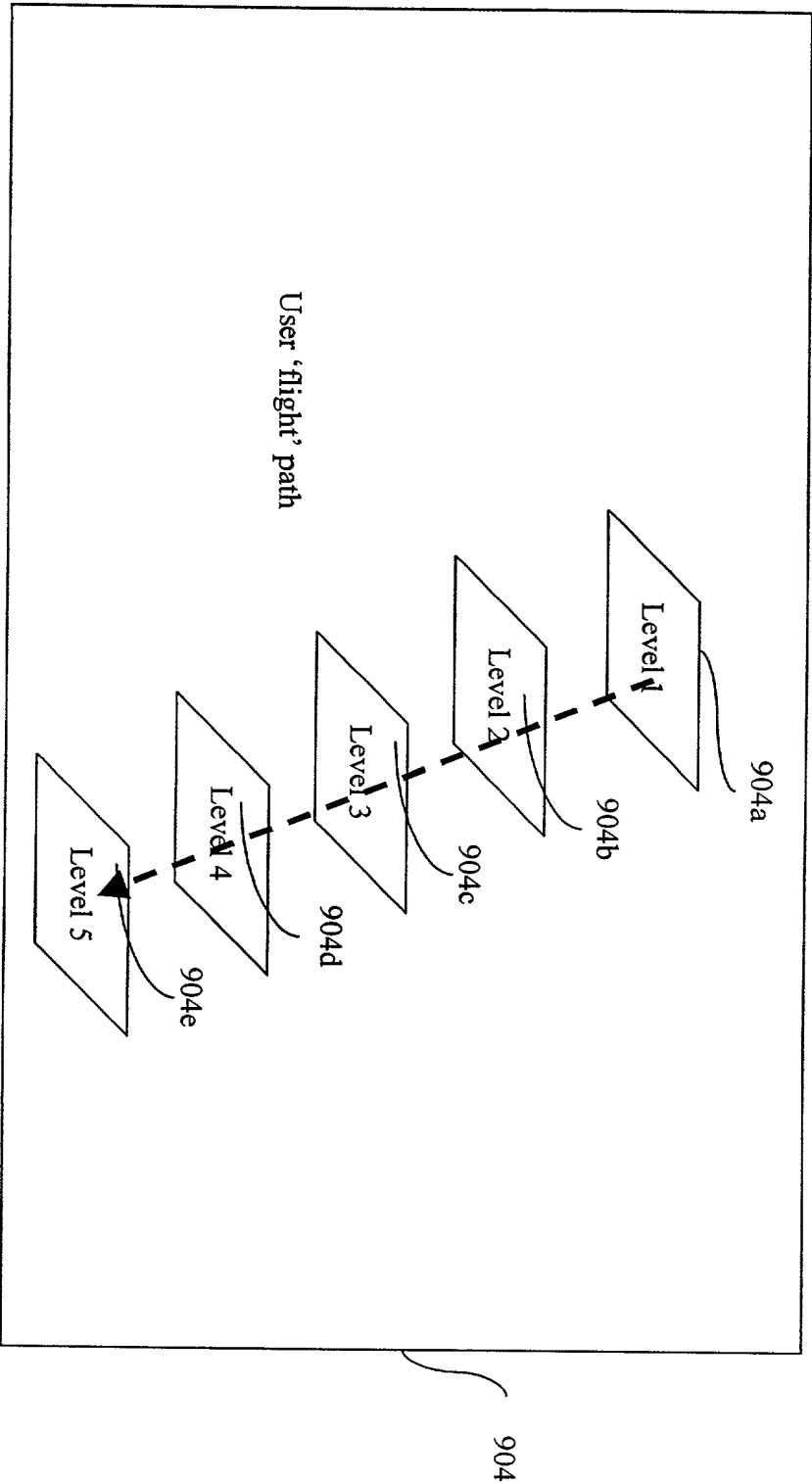
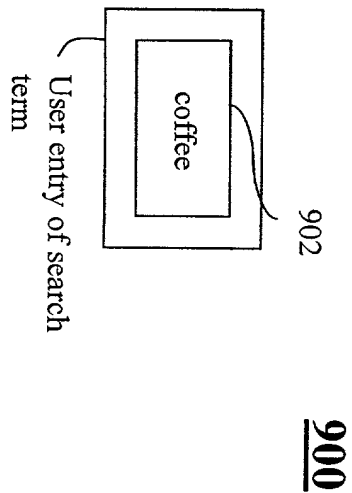


FIGURE 10A

1000 900 800 700 600 500 400 300 200 100 0

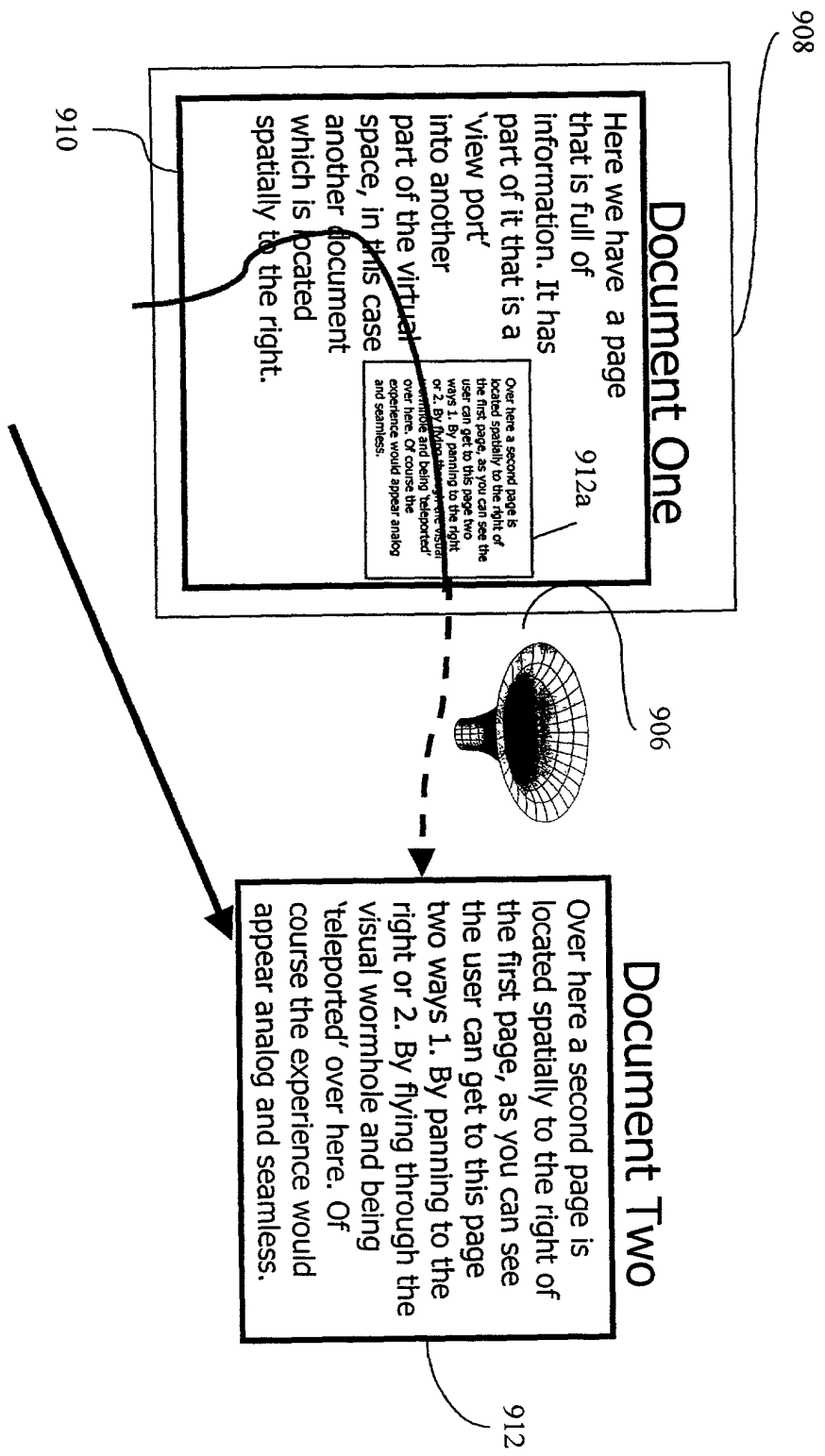


FIGURE 10B

FIG. 10B is a diagram of a virtual space navigation system.

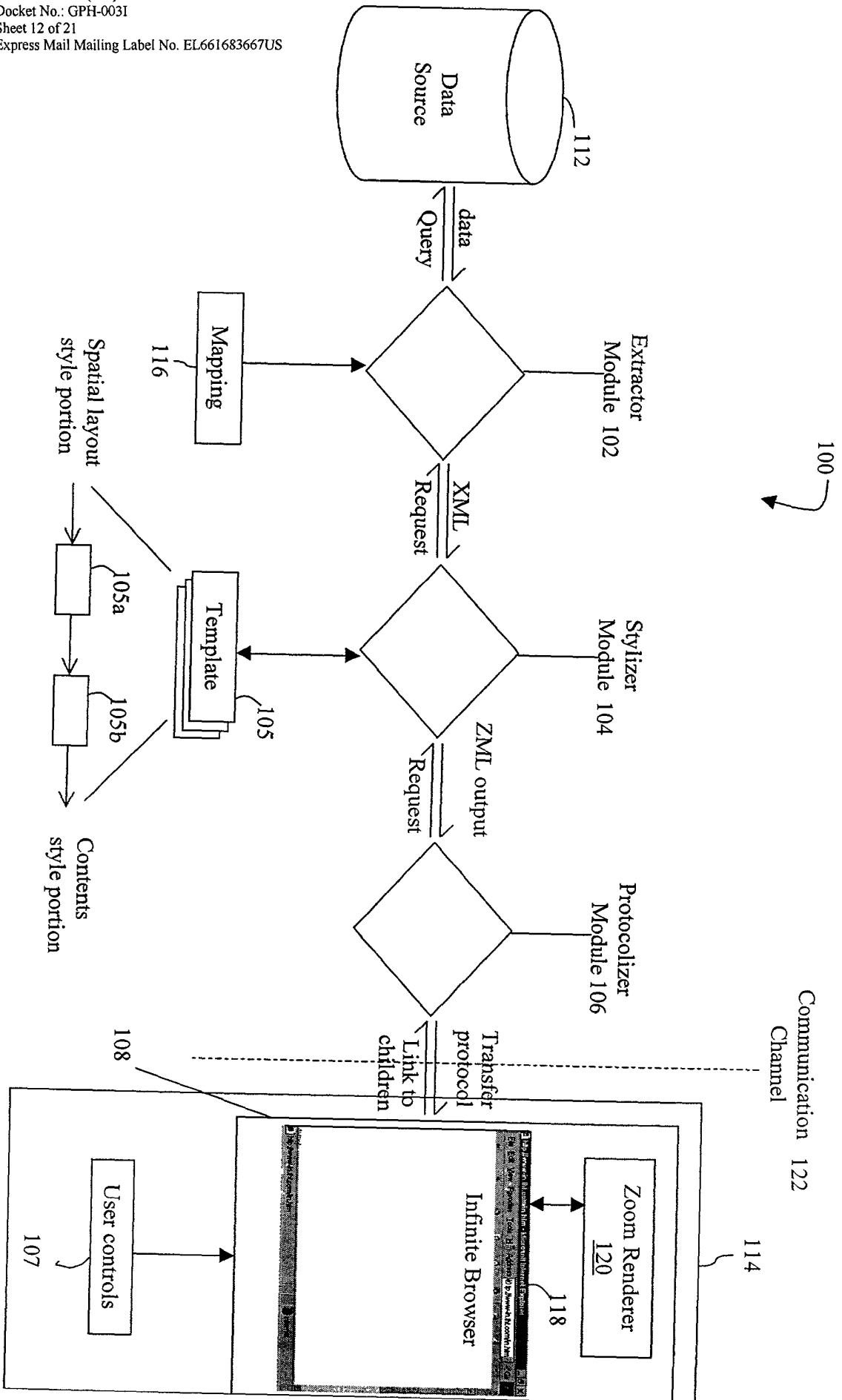


FIGURE 11

1100

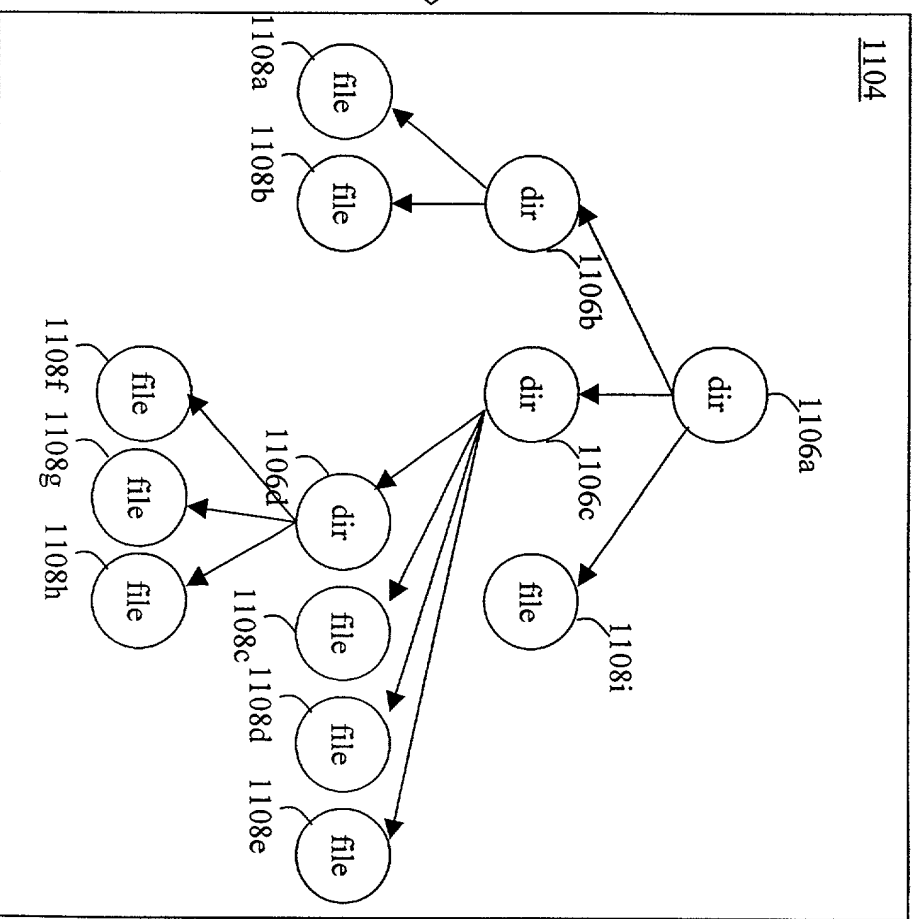
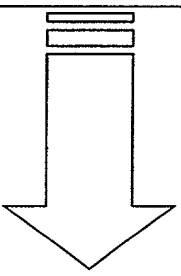
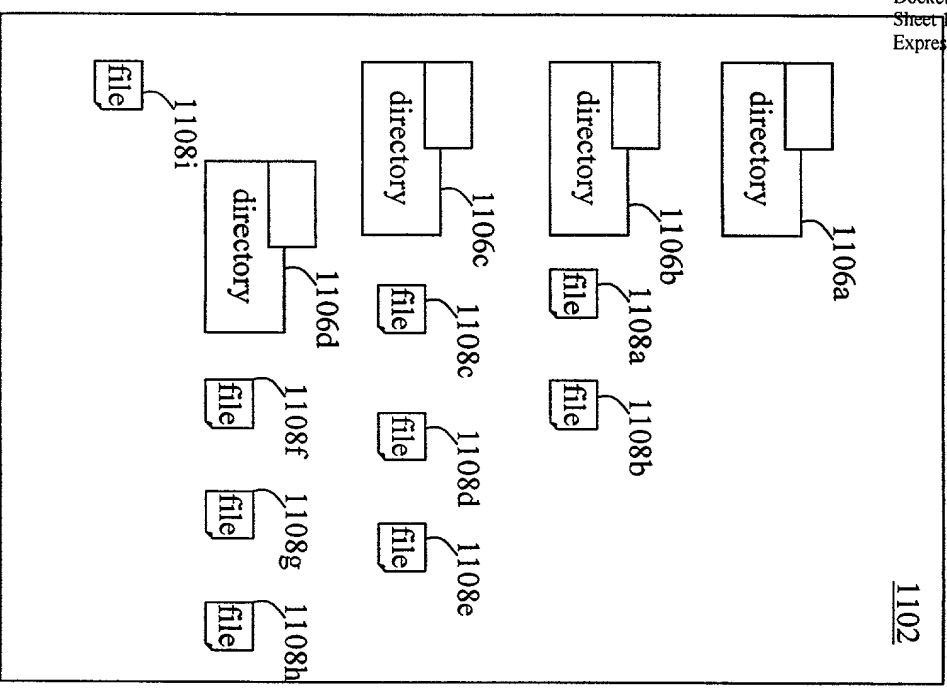
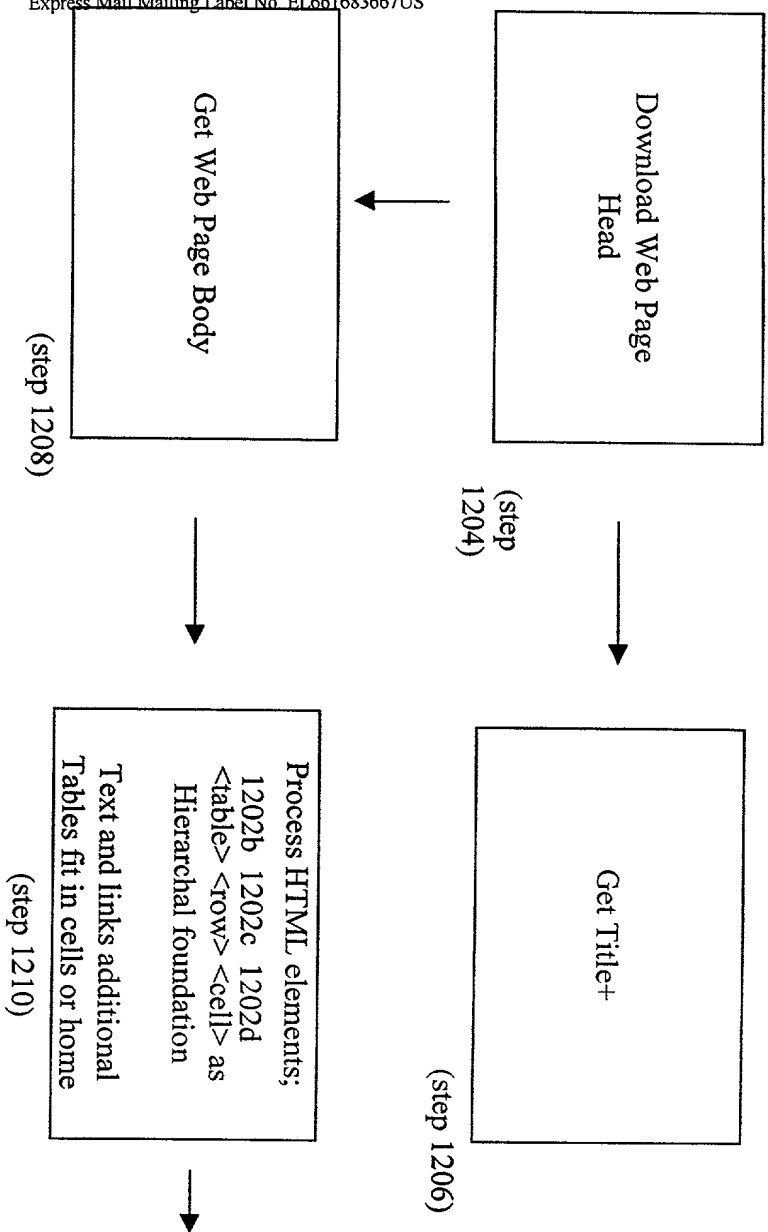


FIGURE 12

FIG. 12 is a diagram of a system for creating custom formats for viewing information in virtual space. The system includes a processor 1100, a memory 1102, and a display 1104. The processor 1100 is configured to receive input from a user and to generate a virtual space. The memory 1102 is configured to store data for the virtual space. The display 1104 is configured to display the virtual space to the user.



1200

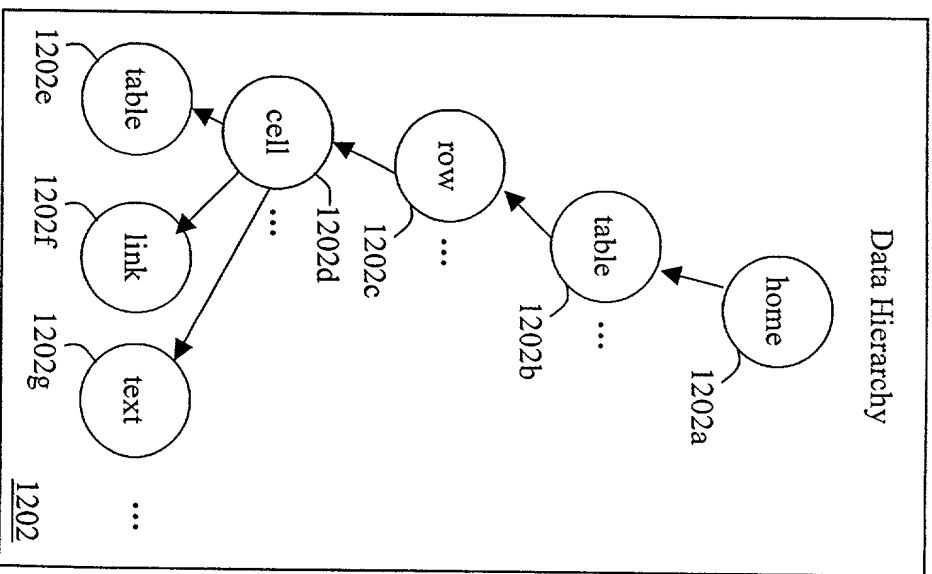


FIGURE 13

Site Map

You are here [Home](#) > [Site Map](#)

Site Map

[Services](#)

[Channels](#)

[Autos](#)

- [Car Fairs](#)
- [Maintenance](#)
- [New Cars](#)
- [Used Cars](#)

[Business](#)

- [Career Center](#)
- [Personal Finance](#)
- [NetBusiness](#)

[WebMail](#)

[Instant Messenger](#)

[My Newspaper](#)

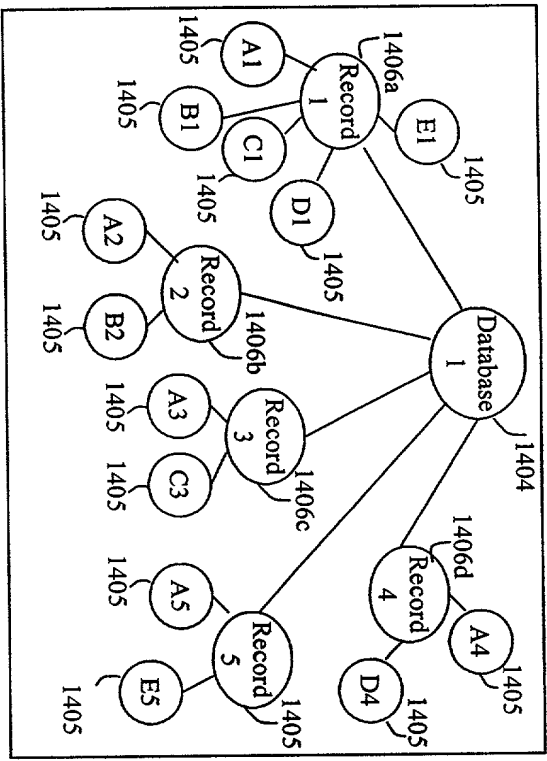
[Net Search Page](#)

[Resources](#)

1304

[illegible]

Extracted Content (XML Data Structure)



1400

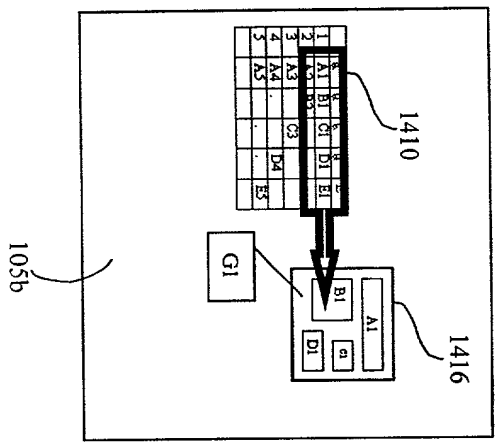
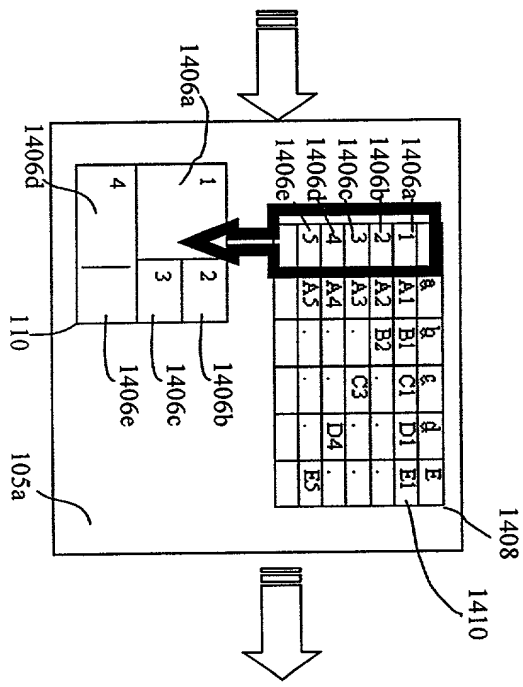
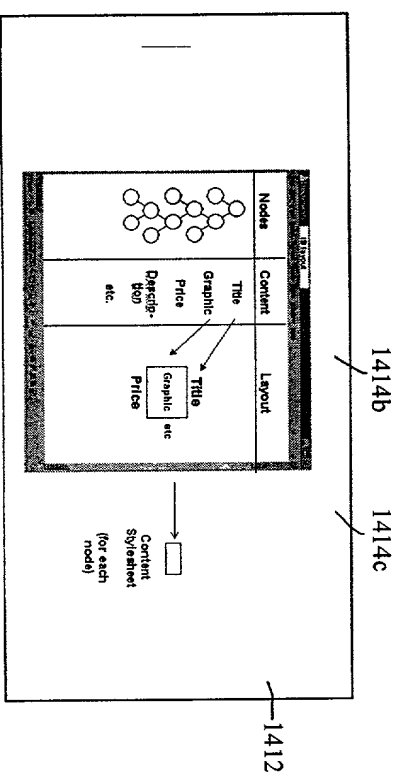


FIGURE 15



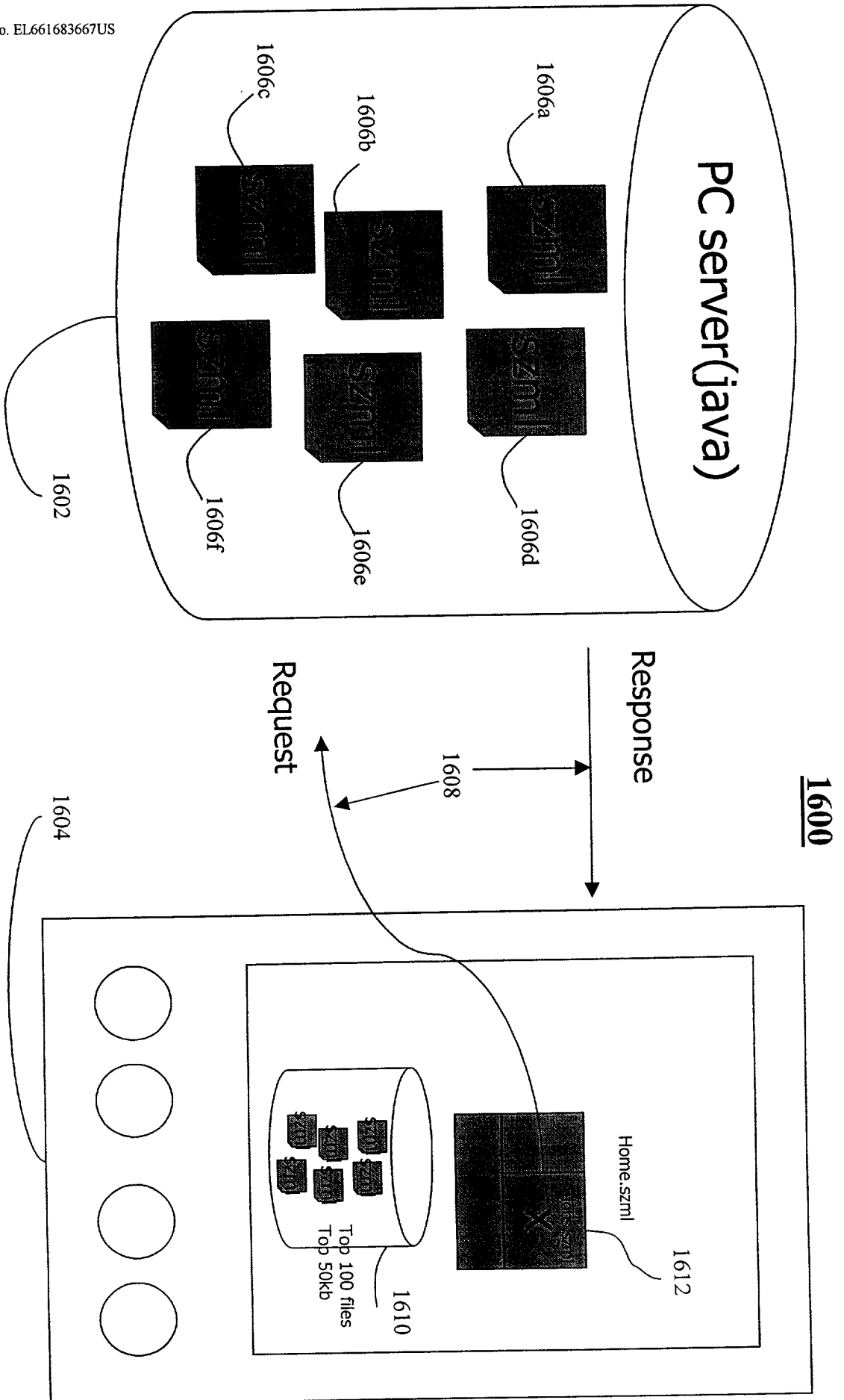


FIGURE 16

FIG. 16 is a block diagram of a PC server (java) system 1600. The server 1600 includes a plurality of modules 1606a-1606f. A request is sent from a client device 1604 to the server 1600, and a response is sent from the server 1600 to the client device 1604. The client device 1604 includes a Home.szml file 1612 and a database 1610 containing top 100 files and top 50kb data. A label 1608 is positioned between the request and response arrows.

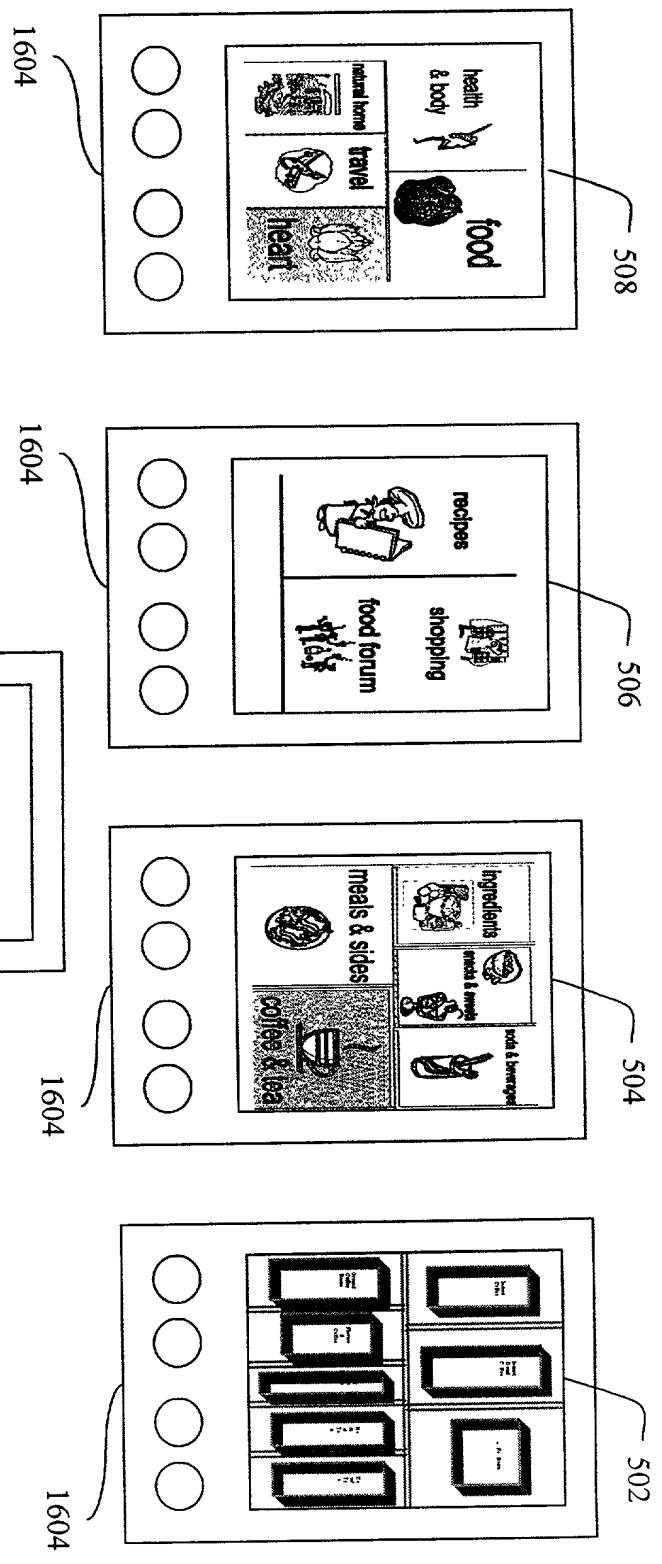


FIGURE 17

FIG. 17 is a diagram of a virtual interface layout. The layout includes five panels (502, 504, 506, 508, 530) and a central element 502a. Each panel contains a grid of icons and a row of five circles at the bottom. The icons represent various categories such as meals, coffee, ingredients, and health. The central element 502a is positioned between the bottom of panel 508 and the top of panel 530.

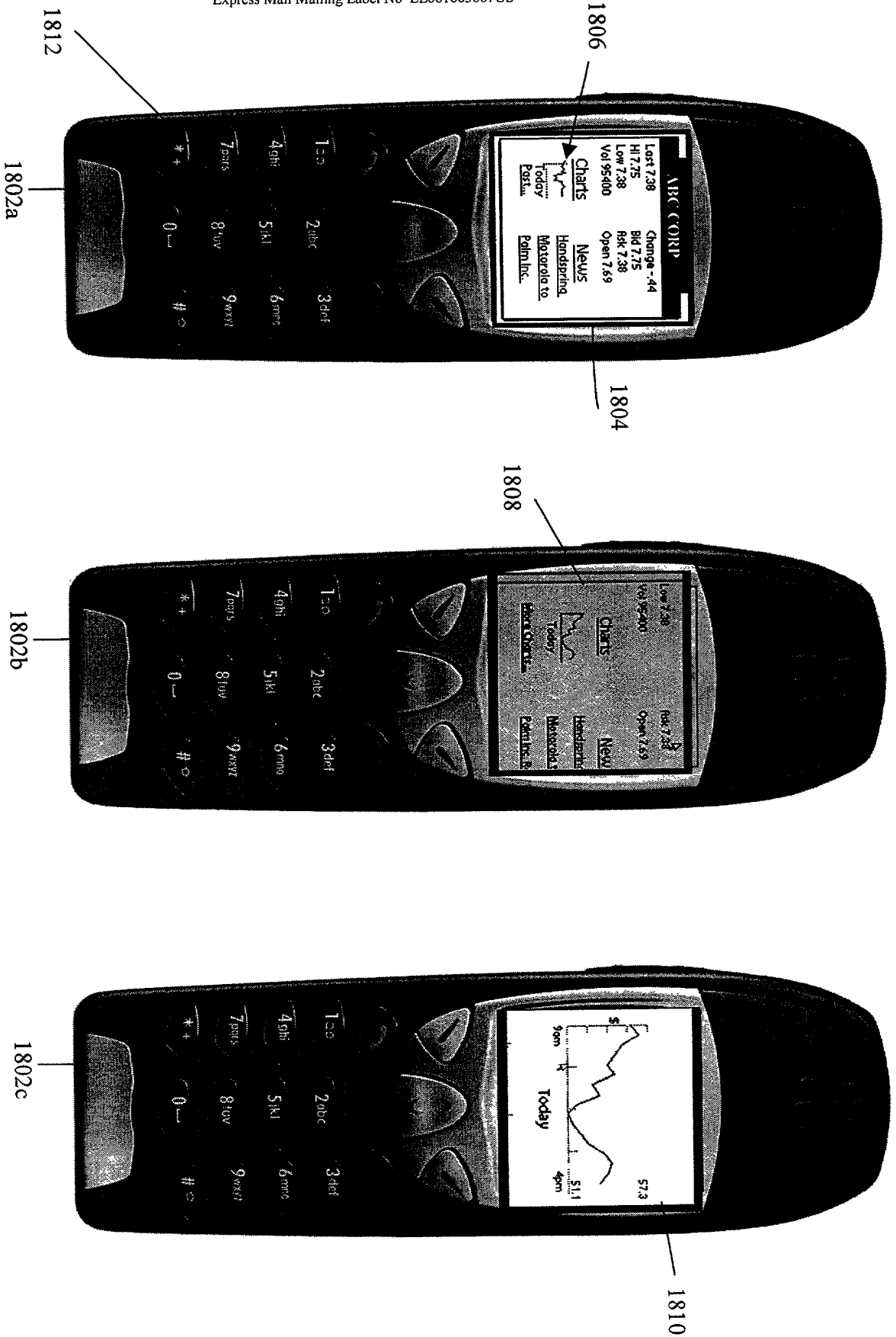


FIGURE 18

FIG. 18 shows three views of a handheld device (1806) displaying financial data. The device features a screen (1804) and a keypad (1812).

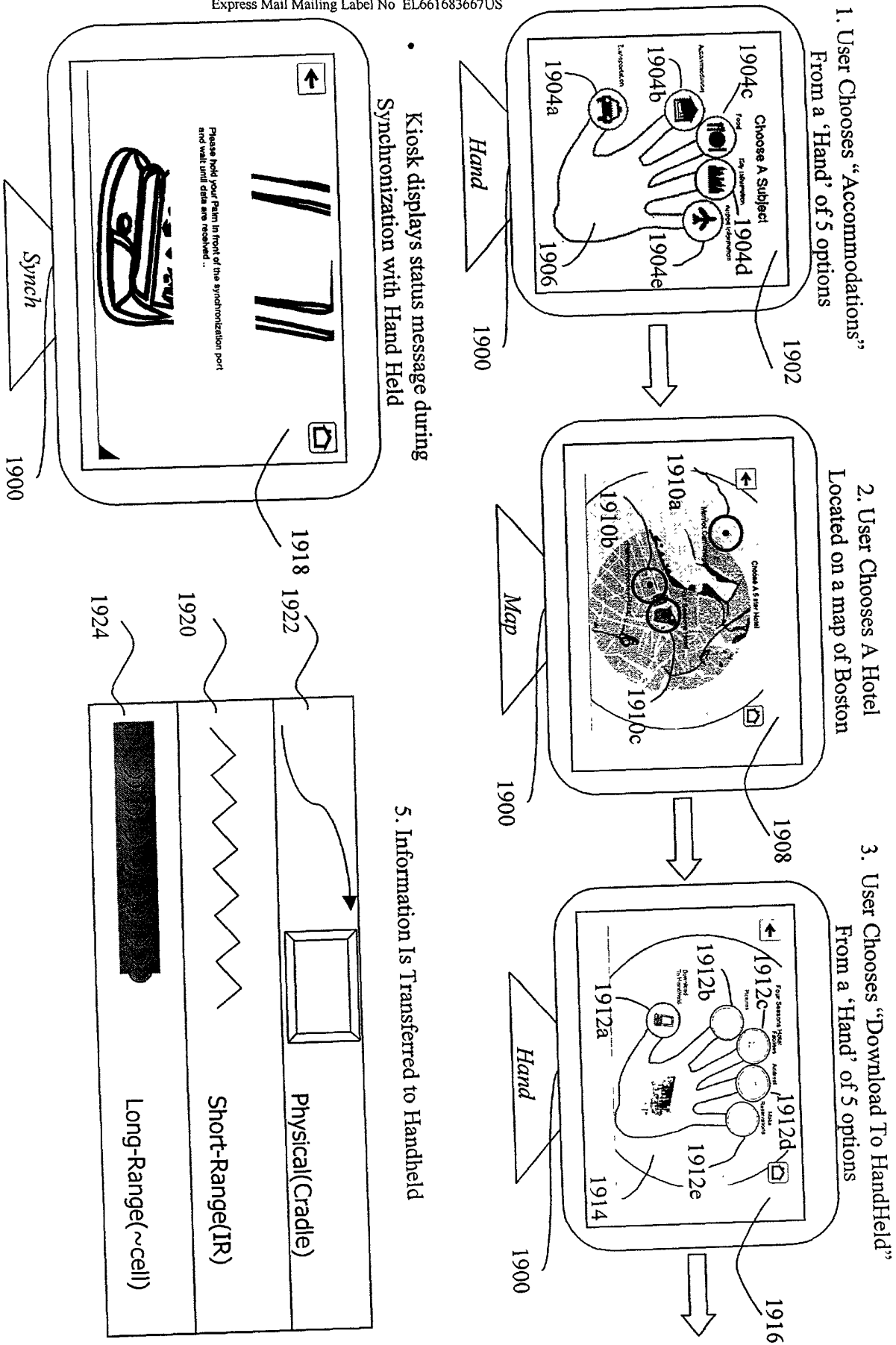


FIGURE 19

03783447 at 10:00 AM 11/13/03

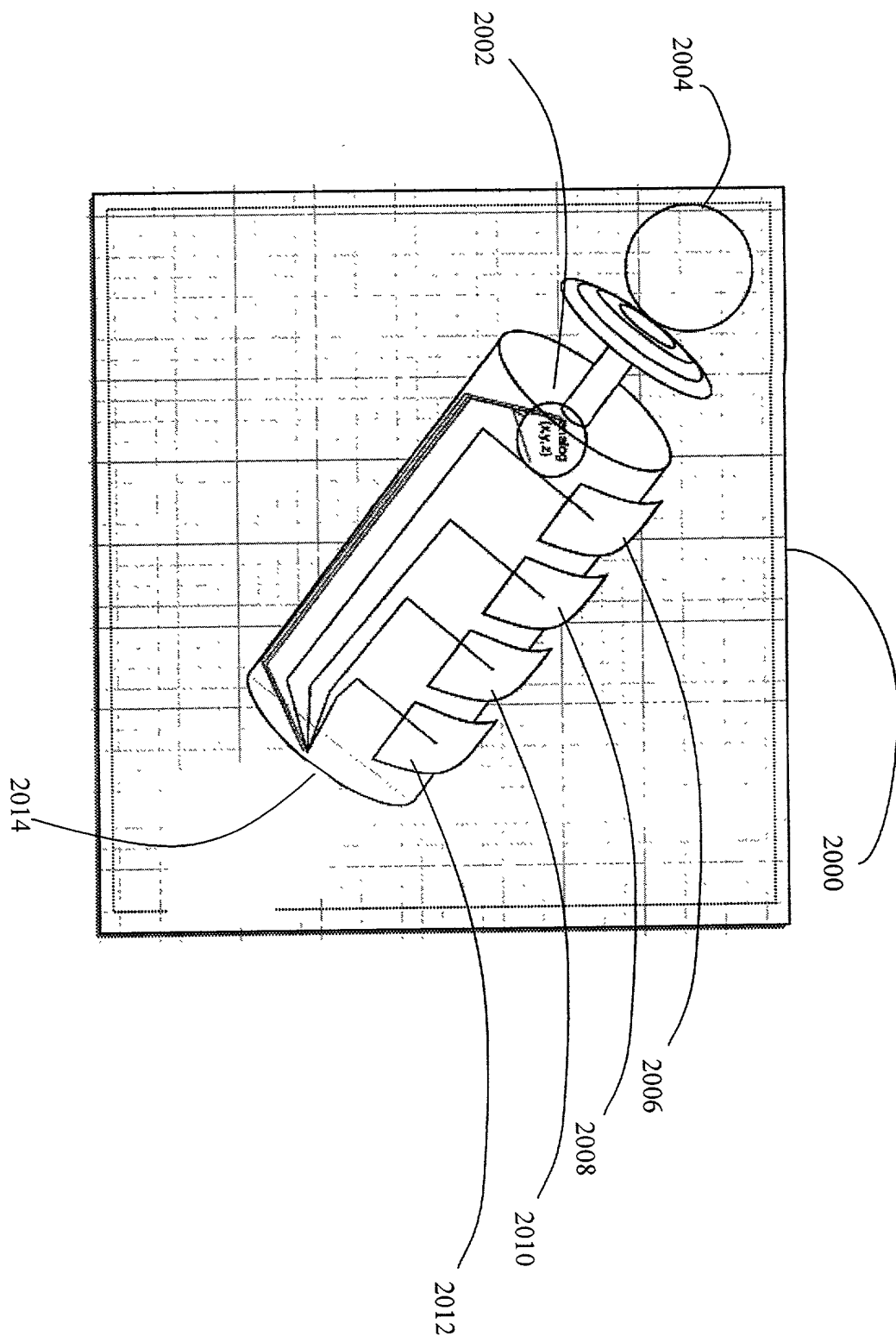


FIGURE 20